

# ATV Offroad Fury



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may include previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official (or licensed) peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DVD:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC UIC Designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

**SAFETY MESSAGE!**

See page 4 for an ATV safety message.

## **ATV Offroad Fury™ Tips and Hints**

### **PlayStation 2 Hot Line**

Hints for all games produced by SCEA are available:

Within the U.S.: **1-800-833-SONY (1-800-833-7669)**

\$2.95/min. auto tests, \$1.40/min. live, \$5.95-\$15.95 for tips by mail (subject to availability), \$5.95-\$20.95 for card exchange

Within Canada: **1-800-451-8752** (\$1.50/min. auto tests)

For U.S. callers, game consultation are available 24M-6PM PST, Monday-Friday. Automated support is available 24 hours a day, 7 days a week. Live support for Canada not available at this time.

This hot line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

**Consumer Service/Technical Support 1-800-345-SONY (1-800-345-7869)**

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 game console and its peripherals. Representatives are available Monday-Friday, 24M-6PM.

**PlayStation 2 Online: [www.scea.com](http://www.scea.com)**

Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

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## SETTING UP YOUR CONSOLE



Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the STAND-BY/REST button. When the power indicator lights up, press the EJECT button and the disc tray will open. Place the *AFK Ultimate Fury™* disc on the disc tray with the label side facing up. Press the EJECT button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to the manual for information on using the software.

### Memory Cards

To save game settings and progress, insert a Memory Card (MMC for PlayStation 2) into Memory Card slot 1 or into Memory Card slot 1-4 if using a MultiTap for PlayStation 2 or from PlayStation 2. You can load saved game data from the same card, or any Memory Card (MMC) containing previously saved *AFK Ultimate Fury* games. For information, see "Saving and Loading Game Data" on page 38.

### MultiTap for 2 or 4 Player Games

For a 2 or 4 Player game, use a MultiTap, sold separately. Each player will need a controller. Connect the MultiTap to Controller Port 1 of the PlayStation 2 console. Then connect the controllers to the PlayStation ports on the side of the MultiTap. You cannot use the MultiTap in Controller Port 2. When the MultiTap is connected to Controller Port 1, you cannot connect a controller to Controller Port 2. When using the MultiTap, insert the Memory Card (MMC) into Memory Card slot 1-4 of the MultiTap.

## CONTROLLER DIAGRAM



## CONTROLS

### Menus

Select menu options	directional buttons up/down
Change menu options	directional buttons left/right
Confirm selections	button
Previous screen	button

### Basic ATV Controls (Default Settings)

Steer	left analog stick or directional buttons left/right
Accelerate	button
Lean forward	left analog stick forward or directional button up
Lean back	left analog stick back or directional button down
Brake	button
Climb up (airborne only)	left analog stick or directional buttons left/right
Reverse	button and  button together
Detach	L1 button

### Camera Controls (Default Settings)

Cycle through game cameras	Select button
Free (ungrounded) rider	right analog stick
Move camera closer/further from the riding position	R1 button + right analog stick up/down
Belly camera	L1 button + right analog stick up/down
Look back	R2 button
Third cam (California only)	R2 button

## Stunt Controls (Default Settings)

Boost Clocker	Ⓜ button + left analog stick up
Lazy Boy	Ⓜ button + left analog stick down
Rise Rap	Ⓜ button + left analog stick left
Split II	Ⓜ button + left analog stick right
Star Hop	Ⓜ button + left analog stick up-right
Teat Trick	Ⓜ button + left analog stick down-right
Scissors	Ⓜ button + left analog stick down-left
Star Wheel	Ⓜ button + left analog stick up-left
Heist Attack	Ⓜ button + left analog stick up
Tail Grab	Ⓜ button + left analog stick down
Bubble Can Can	Ⓜ button + left analog stick left
Air Walk	Ⓜ button + left analog stick right
Cardene	Ⓜ button + left analog stick up-right
Superman	Ⓜ button + left analog stick down-left
Cliff Ranger	Ⓜ button + left analog stick up-left
Tur on the up	Ⓜ button + left analog stick down-right

Photo 1: See specific stunt controls in the section "Pulling Off Stunts" on page 22.

Photo 2: The directional button can also be used for all the above suboptimization combinations.

**SAFETY ALERT:** The racing experience in this video game is intended to be fun and, do not try these moves in real life. The vehicles portrayed in this video game are recommended only for highly experienced riders 18 years of age and older.

As a responsible rider, Riding an ATV is an exercise in responsibility to yourself, to others and to the environment. An ATV is not a toy and can be hazardous to operate. For your safety wear a helmet, eye protection and protective clothing, and never ride on paved surfaces or public roads. Never carry passengers, and never engage in stunting, avoid excessive speeds, and be particularly careful on difficult terrain. And remember that riding does not mix with drugs or alcohol. The ATV manufacturers of the vehicles portrayed in this video game recommend that all ATV riders take a riding course and read their owner's manual thoroughly. ATV purchasers should take the ATV training by calling 800-847-2447. The ATVs in this video game may differ from the actual ATVs in shape, color and performance.

## THE GAME SCREEN



### Directional Arrow

On *Klonoa* and *Supercross* tracks, the directional arrow points you back to the nearest start/finish of track. In *Trials* racing, the directional arrow points in the direction of the next segment.

### Rider

Displays rider's position on the track.

- The green dot is rider #1 (controller 1).
- The blue dot is rider #2 (controller 2).
- The red dot is rider #3 (controller 3).
- The yellow dot is rider #4 (controller 4).
- Grange-dots are computer drivers.

### Speedometer

Your speed in miles or kilometers per hour.

### Lap

Which lap of the race you are in.

### Position

Your position in the race.

### Lap Time

Your current lap time.

## ***Best***

Your best lap time for this race.

## ***Lead***

Indicates whether or not you have the lead by color and number.

A green number means you're leading the second place rider by the specified time. A red number means you're behind the leader by the specified time.

## ***Alerts***

- A green alert will flash when you make a record jump or fastest lap showing the distance of the jump in feet or the time of the lap.
- A stoplight countdown display is signal the beginning of a race. There are four lights that light up in sequence. The fourth light (green) means go.

## ***Preload Meter***

This meter lights up when preloading the suspension for a big jump is possible. The meter fills with red to show the amount of preload you have achieved before a jump. Preload the suspension by pulling back on the left analog stick at the base of a jump and snapping it forward just before your tires leave the ground.

# ***FURIOUS OFFROAD ACTION***

Crank up the hottest high performance 2-stroke and 4-stroke ATVs and get the kids of your off terrain racing between mountains of dirt. Race huge racing environments with complete freedom: crossing whole deserts, forested landscapes, and old train yards. Take in beautiful snow-covered mountain vistas as you charge off cliffs. If this isn't challenging enough, create your own waypoint races and take on ruthless ATV opponents.





Extremely realistic handling and racing environments will challenge your ATV racing skills. Carve down stadium tracks and rattle across kidney-battering moguls. Spin over dunes or scale near-vertical S-turn courses full of cliffs. Fear through eerily quiet ghost towns.

As if conquering treacherous terrain is not enough, the Freestyle stunt competition offers the ultimate in airborne trickery. You can lob your machine off a mountainside and perform sick stunts while soaring off buildings. Then finish with bone-bruising but perfectly controlled landings.

Go for glory rocketing over huge Stadium Supercross jumps in front of 50,000 screaming fans. They'll cheer when you're awesome and moan when you wipe out. In the MAXXIS® Nationals circuit, you'll compete in tough events through forests, deserts, frozen Alaskan tundra or even a night race lit by nothing but the moon.

Is it screaming over 10 foot speed bumps at 80 mph is your idea of a pleasant commute and your favorite shortcut to work includes driving over a cliff, a career in ATV racing may be for you. Get out there and conquer the terrain!



## MAIN MENU



Press the directional buttons up/down to make a selection and press the  button.

### Training Mode

Get started in on basic riding. From turning to preloading your jumps, you'll gain a good understanding of how the ATV and rider interact with the terrain.

### Freestyle Stunt Competition

Score points for stunts in timed competitions. Exploit the terrain and manmade features to pull off airborne stunts. See the section "Pulling off Stunts" on page 22.

### Cross Country Enduro

Tear through hogs, diverse environments full of impossible terrain. Pass through checkpoints to complete the race.

### MXGP<sup>®</sup> Nationals

Compete in Practice, Lap Attack and Single race events on tracks in wide-open locations, from snow-covered mountains to desert sand dunes, and everything in between.

### Stadium Supercross

Perform for screaming fans on tight and incredibly tough courses full of giant jumps and spectacular crash ups.

**Note:** National tracks in MXGP Nationals and Stadium Supercross must be unlocked by completing in the Pro Career Mode. See the section "Unlocking a New Track" on page 14.

## Pro Career

Pro Career is a one-player mode. Race the Pro Series in both the Nationals and Supercross Conferences. Career victories open up locked tracks for other single-player and multiplayer game modes. See the section "Pro Career" on page 17.

## Options Game Options

Press the directional buttons up/down to select an option and left/right to change the setting.

**Split Screen** – Set the split screen to HORIZONTAL or VERTICAL for 2 Player games.

**Vegetation Collision** – Set to ON and running into a tree or cactus results in a crash. When set to OFF, your ATV drives right through all vegetation without effect.

**Music Volume** – Set from OFF to 100%.

**Sound FX Volume** – Set from OFF to 100%.

**Drives Volume** – Set from OFF to 100%.

**Sound Configuration** – Select STEREO, MONO or CHIPPED.

**Speedometer Display** – Set your speedometer to MPH or KPH.

## Waypoint Editor

Press the directional buttons up/down to select tracks and created. Enters track waypoint configurations. Default tracks are on the top. Created waypoints for the tracks are on the bottom. Press the directional buttons left/right to change the settings.

**Note** See the section "Custom Waypoint Race Track Editor" on page 25.





## Hall of Fame

View the record setting stats by event type and track location.

To view the stats:

1. Press the directional buttons up/down to select **EVENT TYPE** or **TRACK**.
2. Press the directional buttons left/right to select the specific event or track you want to review.

## New Credits

Check out the creators of *off Road Fury*.

## Controller Options

Review and change the configurations of all controllers attached to your PlayStation 2 computer entertainment system.



To change button configurations:

1. With **SHIFT CONFIGURATION** selected, press the directional buttons left/right to choose one of four preset controller configurations.
2. To view the controls for a particular configuration, select **VIEW CONFIGURATION**. Press the directional buttons left/right to view the presets for **OFF ROAD FURY**, **Shift Controls**, and **Camera Controls**.

1. Press the **PS** button to close the screen when you are finished.
  - To turn the Vibration function On/Off, press the directional buttons up/down to select **CONTROLLER VIBRATION** and left/right to enable or disable the function.

## Save/Load Game Data

- To load Game Data from a Memory Card (CMC), press the **PS** button.
- To Save Game Data to a Memory Card (CMC), press the **PS** button.

## SETTING UP THE GAME

### *One Player*

Battle the computer in any event.

### *Single Events*

Pick any available track in Freestyle Short, Cross Country Enders, IZZIE Nationals or Stadium Supercross.

### *Pro Career*

Choose Pro Career for an intense challenge as you move from course to course in the Nationals or Supercross Conference. Pro Career is where you must compete to unlock additional tracks and more powerful and faster bikes for this and all other events.

### *Two Player*

Take on a friend in split screen head-to-head action. Select a single event — Freestyle Short, Cross Country Enders, Stadium Supercross, or IZZIE Nationals.

**Note:** You can set the split screen to horizontal or vertical in the Options Menu under Game Options.

### *Three or Four Player Games*


Not for a 3 or 4 Player game, not a Hotlap.

## RACE MODES

Race modes give you freedom to modify the events in ATV Offroad Fury. There are three race modes (except in Pro Career).

**Note:** Track Selection and ATV selection screens are limited to the number of tracks unlocked in single player Pro Career play.

adjust the race mode on the Track Selection screen prior to the beginning of the event.

1. Press the directional buttons up/down to select RACE MODE and left/right to select the mode. Note that other options on the Track Selection screen change as you change the settings.
2. Press the  button to enter the race.

## Single Race

Single Races are available in Freestyle Slant, Cross-Country Enduro, MXRIDE Nationals and Stadium Supercross.

- In the Freestyle Slant competition you can adjust event time from 2 to 20 minutes.
- In Cross-Country Enduro, MXRIDE Nationals and Stadium Supercross you can adjust the total event laps from 2 to 20.

## Practice

Practice events are available in Freestyle Slant, Cross-Country Enduro, MXRIDE Nationals and Stadium Supercross. Select this mode when you want to learn or enjoy the course without the burden of going off track.

- Up to five players can practice at one time.
- Lap timers help you learn to shave seconds off your track performance.

## Lap Attack

This is a 1-Player mode. Want to improve your track time? Race your best lap and find ways to shave additional seconds off your best time.

Lap Attack pits you against yourself with a ghost image of your fastest lap.

Once you complete a lap, the ghost race into the race at the starting line as your only competitor.

- Lap Attack races are available in Cross-Country Enduro, MXRIDE Nationals, and Stadium Supercross.
- The number of laps is unlimited.



## EVENTS

### Freestyle Stunt Competitions

This may be the craziest event in ATV competitions. Pull stunts over natural terrain or manmade jumps and obstacles.

- Stunts can be pulled only in the air.
- Perform as many stunts as you can within a 2- to 10-minute time limit.

#### Scoring

- Earn various points for each stunt. Check out the section "Pulling off Stunts" on page 22.
- String together multiple stunts, jump farther, and hold stunts longer for bonus points.



### Cross Country Enduro

Barrel over huge, beautiful open country is one of the toughest races ever invented. Watch your radar and direction arrow.

- Make sure to drive through required checkpoints to complete a lap around the course.
- Keep tabs on your own and competitors' position with the radar.
- It's a huge riding area indeed, but crashes can occur when a bunch of riders all want the same piece of real estate.
- You can create your own Enduro race by moving checkpoints or creating new ones. For the section "Telling Myself Raceback Later" on page 22 for information on creating your own Enduro courses.





## Stadium Supercross

Thousands of fans show up for these races on small custom built tracks designed with huge jumps, punishing moguls and tight turns. Spectacular ATV vs. ATV crashes are common in the tight confines of these tracks.

- Race a predetermined number of laps.
- Learn to time your jumps over the numerous moguls and turns that make up most of a Supercross course.
- Keep your eyes on the track. It's easy to go off track or the wrong way during the chase.



## MAXIS Nationals

The MXXIS Nationals brings together the best pro and amateur ATV riders in a tough racing series with events all over North America. From sponsored race events to unsanctioned logging trail rides, these outdoor tracks offer plenty of complex racing sections, immense hill climbs, and all-out straightaways.

## Pro Career

See the Section "Pro Career" on page 22.



## THE TRACK SELECTION SCREEN

The Track Selection screen appears after you select any game mode except Pro Career or Training.

Press the directional buttons (up/down to select an option and left/right to change a setting).



### *Number of Players*

Select one to four players. You must have an appropriate number of controllers plugged in to select more players. For information on three or four player games, see the section "Setting up Four Controls" on page 2.

### *Race Mode*

Select a race mode. See the section "Race Modes" on page 17 for more information.

### *Track*

Select a track for your chosen event. Additional tracks are opened up in single player Pro Career play.

### *Waypoint Track*

Select a track created in the Endless Waypoint Editor. This option is available only for Events Creating Endless events. See the section "Endless Waypoint Racecraft Editor" on page 11 for more information.

### *Number of Laps*

Select from 2 to 20 laps.

## SELECTING A RIDER & ATV



The Rider and ATV screen appears after you select a track in Freestyle Mount, Cross-Country Enduro, NASCAR Rattlers or Stadium Supercross. In Pro Career, the screen appears after you have viewed your current standings. Press the directional buttons up/down to select an option and left/right to change a setting.

### Select Rider

Select MALE or FEMALE.

### Select Your Gear

Select the color of your riding suit. One of the suits is locked and can only be accessed by unlocking it through the Pro Career mode.

### Select Your ATV

Select the ATV to race. Four of the ATVs are locked and can only be accessed by unlocking them through the Career mode.

### Training Mode

Training mode is the ATV school of driving. The training track is chalk-marked to show you the ideal route through each turn or over hills.

Numbered circles are the starting and stopping points for a lesson.

Listen for the voice instructions to tell you what to do. Attempt the task. If you fail in an attempt, your ATV returns to the circle for another try. If you pass by a circle, a prompt will tell you to go back.

## PRO CAREER

In Pro Career, take on everyone from rookies to champs in two conferences: Nationals and Superstars.

- Pro Career is a one-player game.
- As you win career events, new event locations become available for all game modes.

To begin a Pro Career:

1. In the Main Menu, select **PRO CAREER** and press the **X** button.
2. Press the directional buttons up/down to select an empty slot for starting game data and press the **X** button. Or you may select an existing career to continue by selecting a name and pressing the **X** button.
3. If you are starting a new career, you will need to enter your name. Press the directional buttons to select a character and press the **X** button to enter it. If you change your mind, select **DEL** and press the **X** button to delete the last character. When the name is the way you want it, select **GO** and press the **X** button.

**Note:** The next time you select **PRO CAREER**, your name will appear in a slot for continuing your career from where you left off. You must have a Memory Card (MMC) inserted in Memory Card slot 1 to save game data. Memory Card slot 2 is not supported.

4. View the Standings screen that shows your name, experience, affiliation, races completed, rankings and the standings.
5. Select a race, gear (race lightning) and APV on the field's APV for this career. You will not be able to change your lightning or APV for the remainder of a career or choose wisely. Press the directional buttons up/down to select an option and left/right to change the setting.
6. Press the **X** button to fuel up and begin your first event.

**IMPORTANT:** You must save the game data on the Memory Card (MMC) screen after you are done playing or your career will be lost.



### **Results Screen**

This shows how many points you and your opponents scored for this race. You must receive at least 7 points (second place) in the first race to advance.

### **Current Standings Screen**

When you restart Pro Career mode or begin your next career race, the Current Standing screen will keep you posted on your progress.

### **Race**

Displays the file name of the current race. On the Save Data screen this file contains all the data for the current career.

### **Conference**

Shows that you are racing in either the Nationals or Supercross Conference.

### **Races Completed**

Displays the number of races completed in the current conference.

### **Rankings**

This shows how you are faring against the other racers in your career. Don't let them get too much of a point lead on you or you might not be able to catch up.


### **Next Race**

Pressing the  button and you will begin the race at this track.

### **Unlocking a New Track**

Win quarters in Pro Career mode and you unlock tracks for play in the game's other modes.

## THE GARAGE

In the Rider & ATV Screen, press the  button to enter the Garage and fine-tune your ATV for the upcoming event. Knowledge of the track will help you make decisions. If this is your first run as a truck, note the terrain, turns, and your landings to help you adjust the machine on your next try.

### Tire Friction

This adjustment increases or decreases friction. Increase this setting to grab harder in turns.

### Front Spring

Increase this setting to strengthen the front end for hard front wheel landings.

### Front Shock

Stiffen the front shock to avoid bouncing on hard landings.

### Rear Spring

Increase this setting to stiffen the rear end for hard rear wheel landings.

### Rear Shock

Stiffen the rear shock to avoid bouncing on hard landings.

### Gear Ratio

Moving this setting towards Acceleration / Gearshift will give you more than the trade off of reduced top speed. Top speed is optimal when you are riding smooth with large straightaways or wide-open areas.

### Steering

Change the steering sensitivity here. Do not make the steering super sensitive as this will result in over steering.

### Braking

Brakes are set to full power. Adjust the braking power for better control while decelerating.



## PLAYING THE GAME



### Maneuvering

Steer your ATV by pressing the left analog stick or directional buttons left/right.

- Hitting large objects or taking inclines at the wrong angle will knock your rider off his or her machine.
- Don't forget the brakes (X button).
- You can alter the performance of your ATV in the Garage.

### Balancing the Machine

- Pressing the left analog stick forward or directional buttons up pitches your ATV forward.
- Pressing the left analog stick back or directional buttons down pitches your ATV back.
- You can perform wheelies by pulling the left analog stick back while at full throttle.
- When airborne, control the forward/backward pitch of your ATV to avoid sparring the ground or landing hard on the tail (left analog stick up/down or directional buttons up/down).



### Jumping

- Remember to preload large jumps by pulling back on the left analog stick as you approach a jump and snapping it forward just before your wheels leave the ground.
- Be careful when jumping hills; a sharp turn may be just over the hill.

## THE PAUSE SCREEN

Press the **START** button during gameplay to open the Pause screen. Press the directional buttons up/down to make a selection and press the directional buttons left/right to change the setting. Press the **START** button again to close the screen and resume gameplay. Press the directional buttons up/down to resume race and press the **X** button.

### Statistics

Turn stat displays On/Off here.

**Time** – Display only the time stats.

**Lap** – Display lap stats only.

**Both** – Turn both time and lap displays On.

**Off** – Turn both time and lap displays Off.



### Displays

Turn displays On/Off here.

**Speedometer** – Display only the speedometer.

**Radar** – Display only the radar.

**Both** – Turn both speedometer and radar displays On.

**Off** – Turn both speedometer and radar Off.

### Music Track

Select one of the 18 music tracks from top groups.

### Music Volume

Set music volume or turn it Off.

### Sound FX Volume

Set the sound effects volume or turn it Off.

### Camera Controls

Turn camera controls On/Off. Note that you can still switch cameras with the **START** button on your controller.

### Restart Race

Restart the race at the beginning.

### Quit Race

Quit the game and return to the Main Menu.

## PULLING OFF STUNTS

The true stunt competition in *ATV Offroad Fury* is the Freestyle Stunt Competition. However, you can pull stunts in any of the other events as well.

There are sixteen stunts performed while airborne. You can also rapidly string stunts together. In the Freestyle Stunt event you want to pull as many stunts as you can within the time limit.



### #1 Head Clicker

Left analog stick or directional buttons up +  button

The rider shifts his hands to the center of the handlebars, swings his legs outside his arms, and clicks his heels in front of his hands.



### #2 Superswaver

Left analog stick or directional buttons down/left +  button

The rider pushes all the foot pegs and flaps while holding his body horizontal over the ATV with legs straight back.







### #3 Air Walk

left analog stick in directional  
button right +  button

The rider moves his left hand down to the seat to hang on while he kicks his legs out to the right, does the splits over the right side of the bike, and then returns to normal position.



### #4 Pine: Pine

left analog stick in directional  
button left +  button

The rider pulls his right leg over the rear of the bike to the left side and then squares it to the front peg.



### #5 Rear Kneel

left analog stick in directional  
button up/left +  button

While holding the handlebars, the rider lifts his knees up onto the handlebars and then back into normal position.



### #6 Split X

left analog stick in directional  
button right +  button

The rider lifts both arms and legs in an "X" and then returns them to their normal positions.



### **#7 Stomachers**

left analog stick or directional  
buttons down/left +  button

The rider lifts his right hand while kicking his right leg over the right handlebar. Simultaneously, he kicks his left leg behind and to the left, spins the right, and then returns to normal position.



### **#8 Lowdown**

left analog stick or directional  
buttons up/right +  button

The rider pulls a handbrake with the back arched and head thrown back.



### **#9 Head's Attack**

left analog stick or directional  
button up +  button

Rider moves back completely off the bike, grabs the rear handle and throws his feet up.



### **#10 Lazy Bow**

left analog stick or directional  
button down +  button

The rider lifts back with his arms overhead and his legs kicked forward, then sits forward to normal position.



### #11 Double Air Carry

left analog stick or directional  
button left +  button

The rider pulls his right leg over the seat and lifts his left leg to sit side-saddle before returning his feet to the pegs.



### #12 Foot Break

left analog stick or directional  
button down +  button

The rider takes both hands off handlebars and grabs the back of the seat, kicks his legs out like a Superman, and then returns to the normal position.



### #13 Bear Hug

left analog stick or directional  
button up/right +  button

The rider picks up both feet, stores them through his arms on the handlebars, and returns them to the foot pegs.



### #14 Scorpion Wrap

left analog stick or directional  
button down/right +  button

The rider lifts his right leg and kicks it over the handlebars and out to the right, keeping his right hand to let go while the left leg returns back into the normal position.



### ***#15 CMT Hanger***

Left analog stick up directional  
buttons up/left +  button

The rider pushes off the foot pegs, hooks his feet underneath the grips, raises his arms, and then sits back on the knee.



### ***#16 Seat Grab***

Left analog stick at directional  
buttons down/right +  button

The rider takes his left hand off the handlebar and touches the seat while kicking his legs out into a Superman, then returns to the normal position.



## ENDURO WAYPOINT RACETRACK EDITOR

Use the Waypoint Racetrack Editor to create your own custom track on any Enduro event location. You do this by moving existing waypoint gates or creating new ones in a special non-racing mode.

The Waypoint Racetrack Editor allows you complete freedom in the creation or enhancement of courses.



You drive through the event area dropping waypoints to create your course.

- Once you have designed your custom Enduro course, you can select it on the track selection screen. You must save to a Memory Card first if you want to race your custom course in another location.
- You can modify your created Waypoint files.
- You can make up to five Waypoint races per Enduro track.

To open the Waypoint Racetrack Editor and lay down waypoint markers for a custom track:

1. On the Main Menu, select **OPTIONS** and press the **ENTER** button.
2. Select **WAYPOINT EDITOR** and press the **ENTER** button.
3. Press the directional buttons left/right to select your track.
4. Press the **ENTER** button to place a new waypoint marker.
  - Press the **L1** button or **R1** button to rotate the waypoint in the direction you want.
  - Press the directional buttons to nudge the waypoint for precise placement.



- Press the  button to delete a waypoint.
- Press the L2 or R2 button to move your APV back and forth through the placed waypoints.
- When your last waypoint is positioned, press the SELECT button.
- If you are too close to an object, a buzzer will sound and a waypoint will not be placed.
- Be sure to save your new waypoint race. Enter a name for your new course, select DONE, and press the  button.

## *Doing Your Created Waypoint Race*

To compete on your new course:

1. Select DRUGS COUNTRY CHAMPION on the Main Menu.
2. On the Track Selection screen, select WAYPOINT TRACK and press the directional button right to select your new track.

## **NEW HIGH SCORE REGISTRATION**

When you win a new high score in a race or pull off a record jump, register your name.

Press the directional buttons to highlight a character, and press the  button to enter it. Select NAME and press the  button to exit the screen. When you return to that track, your record appears at the beginning of the race.



To save the new high score to a Memory Card (MMC) or Memory Card slot 1, you must return to the Main Menu and select Options, then select Save/Load Game Data.



## SAVING AND LOADING GAME DATA



You can save progress through the game and waypoint races created in the Custom Waypoint Race Track Editor.

To Access the Save/Load Data Screens:

1. Select **SPELUNK** on the Main Menu and press the **X** button.
2. Select **SAVE/LOAD GAME DATA** and press the **X** button.
3. To load data, press the **X** button. To save data, press the **X** button.
4. When the prompt appears saying that your data was saved or loaded successfully, press the **X** button.





## THE COURSES

### *Enduro and Freestyle Courses*



#### *Canyon Country*

This deep gorge is the sixth best great place to fly your ATV. Bridge obstacles are guaranteed to tough a case. Look over an abandoned mine shaft, and try to keep up with the tourists as the sightseeing train travels around the perimeter of the canyon.



#### *Morp Valley*

Steep hills complement sweeping valleys in this ATV paradise. Follow the power lines to find the two huge oil tankage of which is an old, rusted-out square perfect for white-knuckled racing.



#### *Yardley Station*

This is a huge railroad yard. The course combines locomotive runs over the tracks and transfer station and through the forested area surrounding it. Watch out for the two freight trains speeding by in opposite directions!



#### *Fort Roberts*

This military base is loaded with command buildings, training grounds, hangars, and even a nuclear facility. Keep an eye (and an ear) out for the helicopters and jets flying overhead. You can bet on creative and dangerous freestyle action here.



### **Crater Park**

Millions of years ago, four large meteors smashed into the earth at this spot. Today, dirt ripples in and out of these giant holes in the ground with restless abandon. Be sure to check out the cactuses, the ghost trees, and the observation towers that offer a great view of the craters.

## **MAXIS Nationals**



### **Presidio Park**

A complete of sunset...the perfect backdrop for this scenic course. Get a feel for your ride as you navigate over dips and bumps. There's only a few jumps to contend with, so this one's an easy track.



### **Chateau Malfax**

At one time a booming old resort, M'F towers now claim this winter mountain as their own. Smooth twists and turns lead up to a tremendous jump waiting for you at the top. You can take the lead quickly here. Clear the third turn or you'll lose valuable seconds recovering from a crash. We're keeping out of the deep troughs. Test your jumps to hit the crest of a hill.



### ***Focastao Dunes***

The intense heat continues on this desert speedway. For best results, keep your Bumble on full-throttle and guide your ATV along the inside track of the hairpin turns.



### ***Larkington Trail***

Beautiful fall-colored leaves and the crisp autumn air set the mood for this race-day event. Be sure to check your launch speed every now and then – too much love for the throttle could send you into the face of an opposing jockey.



### ***Sedlands***

Get plenty of dust as you burn through this deserted junkyard on a hot summer evening. It pays to take the track slowly at first... remember the twists and turns to optimize your race times.



### ***Somer's Raceway***

Soil through one tight hairpin, another while fighting to just keep on the track! This bumpy ride demands intense concentration. Know when to let off the accelerator. Rise elevation changes and low, easy jumps define this vertiginous course. Hold your ride steady as you take the smaller jumps along the turns.



### ***Manitoba Mills***

Cruise by paper mills and sawmills in this log-cabin trail ride. If you're not off track as you approach the entrance to the covered bridge, take the recovery path at the bottom of the hill—it's just to your right. This track is full of wicked turns following gulleys can throw you off the track so control your landings.



### ***Kodiak Pipeline***

This winter course only has three really tight turns, and plenty of straightaways. Use physics to your advantage... you can save valuable lap time by coasting over multiple jumps all once.



### ***Salem's Backlot***

This is a downhill trailblazing by midnight moonlight. Your best bet is to memorize the course... there's a good chance you'll be racing here before it vanishes.



### ***Red Rocks***

Red Rocks is pure punishment. Wind tunnels and jumps are the name of the game. Use the massive boulders and rock formations as landmarks to help you remember the course... and trust your instincts as you fly straight through the three-way crossing.

## Stadium Supercross



### *Tamarac Ranch*

With severe elevation changes and low-arched jumps, you'll need plenty of concentration to get by your opponents in this action-filled course. Look out for bad hops that can throw your rider off his AHB or over a cliff.



### *Cresapeake*

Welcome to the big leagues! It's your time to shine as thousands of fans watch you tear up the track. In this, the first and easiest of the supercross courses, drive fast, jump fast, and you'll do fine.



### *Syracuse*

If you haven't used preloading to this point, now's the time to use it. Though you can chalk up a respectable time without it, preloading will allow you to clear several jumps at once, thereby shaving seconds off your lap times.



### *Wilkes-Barre*

The barns stacked toward one your friends at Wilkes-Barre. Ride them high and come out quickly by preloading the jumps that follow every turn, you'll be able to make time-saving triple and quadruple jumps all around the track.



### **Lairobe**

This course is hairy from the start. Don't ride the first turn too tightly... you'll need some juice to clear the step-up jumps that follow. Hang onto this advice for the rest of the ride... and once again, preheat your jumps liberally.



### **Tapelo**

Tapelo is faster than it first appears. Finesse your Aft over the long whoops section, and use high over most of the jumps. Sticking towards the center of the track works well, though you'll learn to cut the corners tightly once you've taken a few laps.



### **Santa Fe**

Once that click with cars, turn a few practice laps in this track before you end up preheating late-first into a jump. Once you've got that taken care of, prepare yourself for bone-crushing whoops and wall-jump sections. Santa Fe will grind you up if you're not ready to race!



### **Mantle**

Take everything you've learned about handling your Aft and apply it here. The most technical track in the game, Mantle requires the utmost in timing and coordination if you plan to plant the Supercross Conference trophy on your mantle.

## THE ATVs

Each one of these ATVs performs differently. Check the performance specs that appear with each one on the Rider & ATV screen. Certain ATVs are available in different configurations of the same machine. Variations in track surface can have a dramatic effect on the performance of an ATV.

### ***Havoc***

The Havoc line of race-ready ATVs comes in four unique configurations: Performer, Titan, Razor and Slaps. With a long, wide wheelbase and dual exhaust ports, this sport bike is the heartiest of the bunch.



### ***Honda® FourTrax® 300EX***

Honda's award-winning 200EX offers a great balance of speed and controllability. Feel the road on this 302cc four-stroke big-bird performance, both on track and off.



### ***Honda® FourTrax® 400EX***

The flagship of the Honda family of ATVs is the 400EX. Large yet maneuverable, this 200cc four-stroke has

lots of power and great handling to match.

Available only in red and black for years, the Honda FourTrax 400EX

is now also offered in a unique yellow and black configuration.



### ***Kawasaki® Lakota® Sport***

New for 2001 is the Kawasaki Lakota Sport.

A 250cc four-stroke, this ATV has an auto

clutch transmission so beginning

riders can enjoy the good times too!





### **Kawasaki® Mule™**

This unmistakable green four-stroke is instantly recognizable in a crowd. With its 5-speed manual transmission, pros appreciate the challenge of speeding every drop of performance out of the 240cc four-stroke Mule.



### **Polaris® Scrambler 400**

The 370cc, two-stroke Scrambler 400 is built for rugged sport riding. A unique, single-arm front suspension system coupled with fully protected footpegs means a great bar-banging experience.



### ***Polaris Scrambler 500***

Polaris ups the ante with its powerful 485cc, four-stroke Scrambler 500.

Look to the 500 when you need to mountable the opposition.



### ***Ramager***

The Ramager comes in two limited-edition models, each with different characteristics: Hawk.

Hawk, Eagle, 303 and 3000. The priced

model is the 1000. . . you can

have it only if you complete  
the Pro Circuit model



### ***Yamaha Banshee***

The Banshee is Yamaha's most popular ATV. A 343cc two-stroke, the Banshee's unique engine and matches its terrain-conquering attitude. Put this bike against the Honda FourTrax 400EX and enjoy the classic match-up that's been debated for a decade.



### ***Yamaha Blaster***

Even with its 110cc two-stroke engine and short wheelbase, the entry-level Blaster is surprisingly competitive. A smaller profile means greater maneuverability in off-track conditions. Like all of the Yamaha ATVs, the Blaster is offered in both blue and white color configurations.



## Yamaha Warrior

Yamaha's 360cc four-stroke is a force to be reckoned with. The longer wheelbase ensures a smoother ride, though controlling the power of the Warrior is ultimately up to you.



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Performed by Strawhorse  
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